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EmuMovies

NES-P1-USA

BANDAI

INSTRUCTION BOOKLET

MONSTER PARTY

Licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT
SYSTEM

BANDAI

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This game is licensed by Nintendo for play on the

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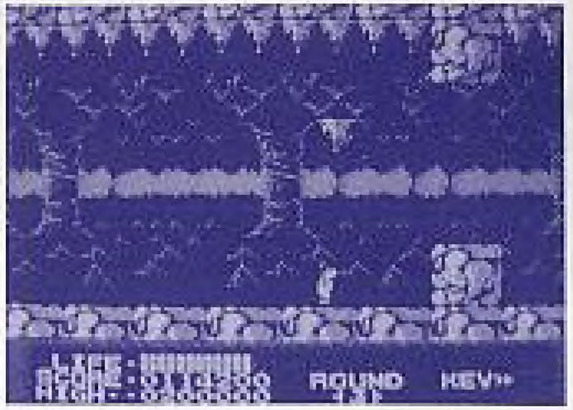
Please read these instructions before you start playing.

PRECAUTIONS

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

HOW TO PLAY THE GAME



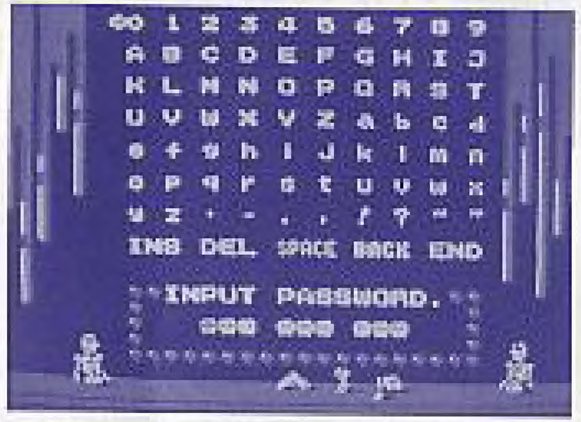
INDICATORS

"Life" ..... meter that shows MARK'S remaining physical strength.
"Score" ..... displays point total of current game.
"High" ..... displays highest recorded score from the past game.
"Round" .... displays game level.
"Key" ..... when you get the key to clear the round, it will appear in this indicator.

Select START at the TITLE SCREEN. When you push START, a story about the game will appear. Push the A button to scroll the story forward. When it ends, Round 1 will start (Push START again to bypass the story).

The game scrolls horizontally. While using the bat to destroy the monsters, move to the right. Along the way, there will be rooms where "Boss" monsters live. Enter these rooms to fight them. When all the "Boss" monsters are defeated, you will get a key that will allow you to clear the round. A round cannot be completed until the key is obtained. When MARK defeats the monsters, various items will appear. He must get them by grabbing them. Attack and destroy the monsters by using MARK'S bat to hit and return their photon lazers and other weapons.

ABOUT THE PASSWORD



A password will appear after finishing each round. Write it down (or store it in your BANDAI MEGA CONTROLLER) and use it to start the game later at the next level.

To input the password, use the select button to chose CONTINUE at the TITLE SCREEN. Then press start and the password screen will appear. Use the control pad to move the cursor to the desired letter or digit, then push A to enter your decision. When the password has been correctly encoded, move the cursor to the "END" and push the A button to start the game.

If the password is not programmed correctly, "TRY AGAIN" will appear. Correct your mistake and try again.

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Note: This is a one player game only.

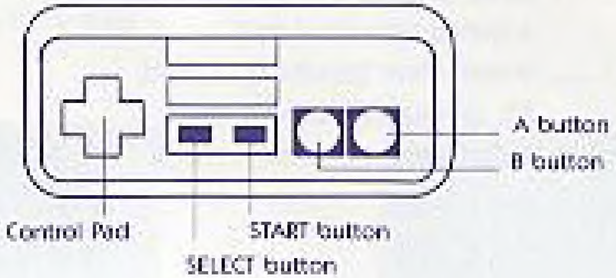
MARK MODE

A button ..... push to jump, avoid the monsters and their weapons, and to climb high places.

B button ..... push to swing MARK'S bat and attack monsters.

SELECT button ..... push to select start or continue on the title screen.

Control Pad .. (right) push to move to the right.
(left) push to move to the left.
(down) push down to lie down.
(up) push up to enter rooms.
(right, down diag) push to crawl forward.
(left, down diag) push to crawl backward.



MARK/MONSTER MODE

A button ..... push to jump: push repeatedly to fly.

B button ..... push to fire photon lazer (more effective than bat).

START press to start game and to pause while game is in progress. Press again to continue.

Control Pad .. functions same as MARK Mode.

ITEMS

HEART ..... Life meter increases.

CAPSULE ..... MARK transforms to a monster for a limited amount of time.

? ..... Mystery item (possibility of point, life, or weapon increase. But, sometimes it can cause damage.

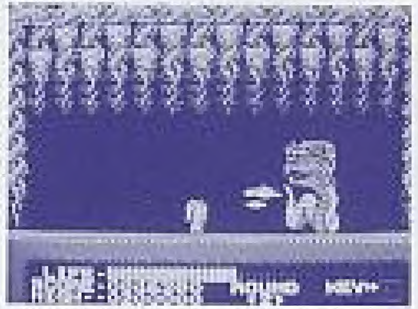
ABOUT EACH ROUND

ROUND 1: ENTRANCE TO THE DARK WORLD

Boss Monsters .... MAN-EATING PLANT: attacks by shooting lethal bubbles.
GIANT SPIDER
PUMPKIN-GHOST

ROUND 2: DARK WORLD DUNGEON

Boss Monsters .... MEDUSA: attacks by throwing snakes.
SHRIMP ATTACK
HAUNTED WELL

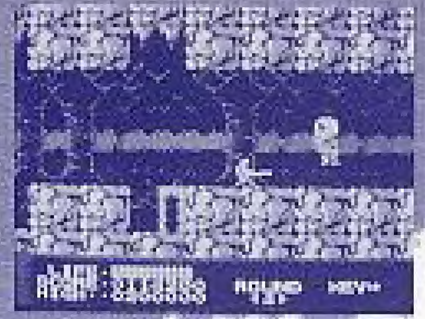


ROUND 3: DARK WORLD CAVE

Boss Monsters .... GIANT BULL MAN: shoots cows at Mark.
GUARDIAN OF THE GIANT SPHINX: shoots ectoplasm.
GIANT SPIDER: shoots "x" web strands.

ROUND 4: DARK WORLD CASTLE RUINS

Boss Monsters .... GIANT SAMURAI: attacks with a samurai sword.
GIANT CAT: throws miniature cats.
PUNK ROCKER: attacks with bad-playing guitar.



ROUND 5: DARK WORLD LAKE

Boss Monsters .... LIVING DEAD: zombies from Japan.
MAD JAVELIN MAN: throws javelins.

ROUND 6: DARK WORLD HAUNTED HOUSE

Boss Monsters ..... CHAMELEON MAN

note: Round 6 is a maze. MARK must enter each door in the right order.

ROUND 7: DARK WORLD TOWER

Boss Monsters .... GIANT CATERPILLAR
GIANT SPIDER
GRIM REAPER

ROUND 8: DARK WORLD HEAVEN'S CASTLE

Boss Monsters .... GIANT DRAGON
HAND CREATURE
SNAKE MAN

FINAL ROUND: DARK WORLD MASTER

90-Day Limited Warranty

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that the Game Pak ("PAK") (including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-2947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Repair Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.